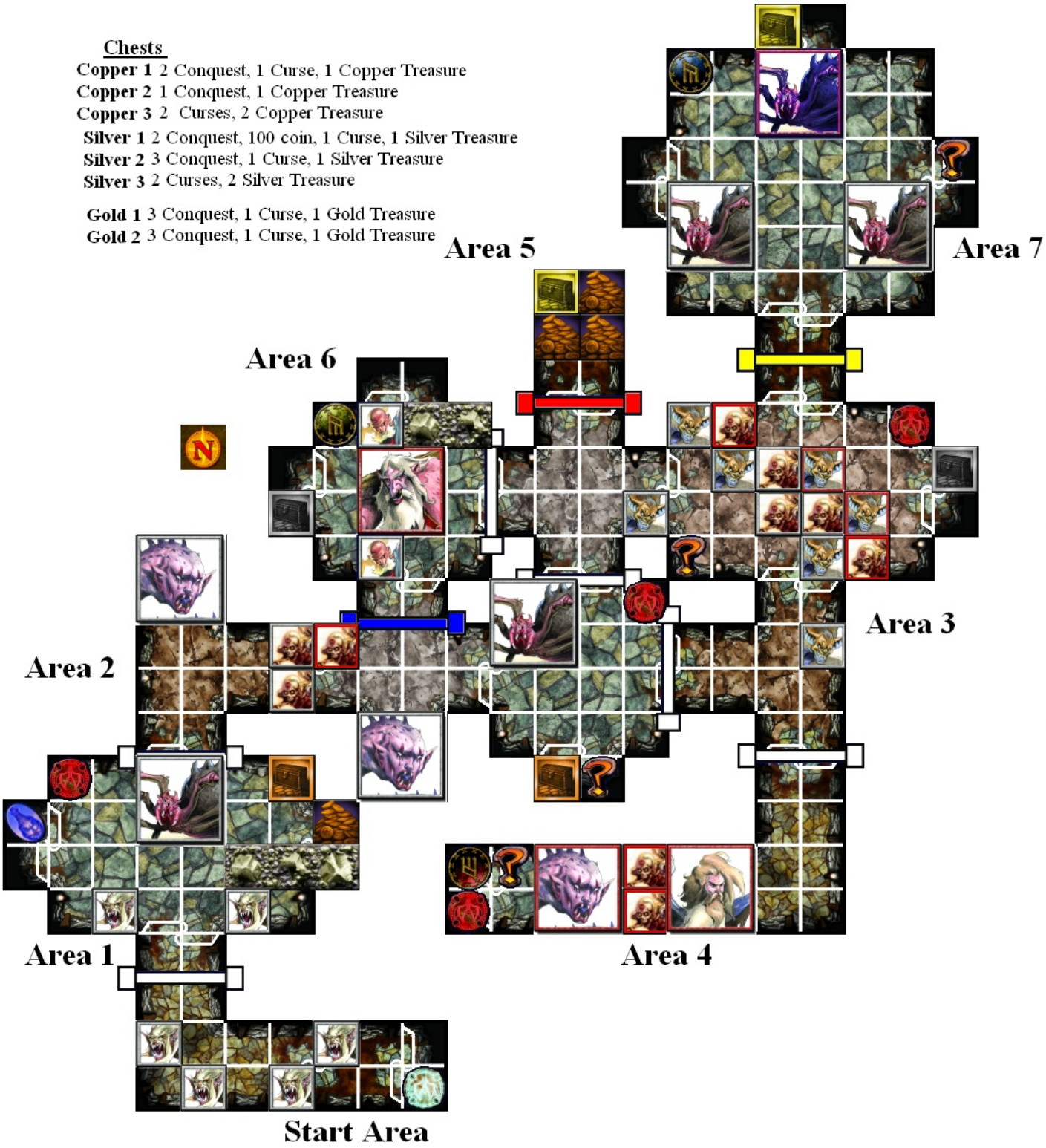
Chests

Copper 1 2 Conquest, 1 Curse, 1 Copper Treasure
Copper 2 1 Conquest, 1 Copper Treasure
Copper 3 2 Curses, 2 Copper Treasure

Silver 1 2 Conquest, 100 coin, 1 Curse, 1 Silver Treasure
Silver 2 3 Conquest, 1 Curse, 1 Silver Treasure
Silver 3 2 Curses, 2 Silver Treasure

Gold 1 3 Conquest, 1 Curse, 1 Gold Treasure
Gold 2 3 Conquest, 1 Curse, 1 Gold Treasure



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

All's Well that Ends Well

By Philip "Erluti" Becker

Scenario Background

You were working as the Prince Oafish's bodygaurd and were lucky enough to protect him and Princess Radiant when they went for a walk in the park. They sat on the edge of the well and laughed together for a moment and then Prince Oafish's big moment came. He reached into his pocket and pulled out the most gorgeous engagement ring for his love, Princess Radiant. As we went to slip it onto her finger, he fumbled it into the well. He stood up and watched it get swallowed up by a "fish" as it hit the water. I know you didn't sign on for this, but now you've got to get that ring back.

Mission Goals

You're Quest is to descend into the well and retrieve the ring by slaying whatever beast swallowed it. You also want to compensate yourself with any treasure you find and save yourself the climb out of the well by activating any glyphs you find. You start with 8 conquest tokens. If you ever run out of conquest tokens, the Prince will be sure you never work in this town again. Good luck.

Important: This quest contains what is called a "water level." The water level of a room represents how deep it is with water. Each water level reduces all movement by it's level. So for a hero to move 3 spaces in water level 2, the hero would have to spend 5 movement points (2 to move, then 1 for each square). The water level also applies Fear equal to the water level to all heros and monsters in the room, with the exception that heros may spend fatigue to overcome the effect (instead of surges) and monsters may use movement points in the same way. (A hero must roll atleast 2 surges in water level 2 to hit it's target, however they may spend 2 fatigue instead. A hero may also spend 1 fatigue and 1 surge to overcome water level 2. In the same way, a monster would spend movement points.)
If the water level exceeds double a hero's speed (or exceeds a monster's normal movement) then that figure is killed.
Important: All Bane Spiders on the map in this quest represent, "Spider Riders." These act as regular spiders, except a beastman is riding them. The effect on gameplay is that the spider may make two attacks, one as a bane spider and one as a beastman. If the spider is killed, the Overlord places a beatman in one of the four squares the spider occupied. If it is a master bane spider, it is a master spider rider. The beastman in its place and additional attack are treated as master beastmen. The master spider rider has command provided by the riding master beastman. The hero that kills the master spider, gains the 50 coin bounty and the hero that lands the killing blow on the master beastman gains 50 coin as well.

Start Area

The bottom of this well doesn't have any ring-swallowing fish, but it does have a few beastmen frustrated by the light of your torches.

Important: The water level is 1.

Area 1

Pushing the door opens reveals there's far more to this well than meets the eye. However before you can take it all in, a Bane Spider rears up, and mounted on it's back is an unfriendly beastman.

Area 2

The deeper you go into this well, the more you sense the beasts here want a chance to munch on human flesh.

Important: The water level is 1.
If a hero end's their turn on the event marker:
The water in the Start Area, Area 1, and Area 2 is reduced to zero.
When the first hero enters Area 3:

As you step through the door, you feel the floor shake and part of the ceiling collapses behind you!

The ceiling collapses and a 2x1 rubble marker is placed in the two squares south of the door. Any hero occupying one of the spaces the rubble marker is placed in an adjacent empty space (Overlord's choice). Each affected hero takes 2 damage, and can roll two power die (as if dodging a trap) reducing the damage by one for each surge rolled.
Important: No traps may be played on this door!

Area 3

Important: The water level is 2.

The bones that the Razorwings are feasting on spring to life at your presence.

If the hero's end their turn on the event marker in this room:
The water level in Area 3 is reduced to zero.

Area 4

What seems to be an empty hallway greets you with monstrous rumblings just around the corner. As you delve deeper into this room, you find Ring-Eater, the fabled beast-thief of the underground!

Important: The water level in this area is 2.
Important: The master Naga in this room is "Ring-Eater." It has 7 armor, 5 additional wounds, speed of 4, and is unaffected by the water level.
If a hero ends it's turn on the event marker:
The water level in area 4 is reduced to zero.

Area 5

Normally you'd be quick to notice you've found the first dry room in the place, but you're eyes are drawn to the piles of gold in this room.

When the heroes open the gold chest:

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

When you open the chest you find Prince Oafish's ring! As you grab the rest of your loot, you notice your good adventuring socks are getting soggy. You look down to see that the room has begun to flood!

The water level in the entire dungeon is now 1. At the end of each Overlord turn, the water level increases by one.
If the trigger for the door in area 2 hasn't been triggered, trigger it now.
Remove all glyphs from the board except for the glyph in the starting area. Spawn the two nagas in Area 2 again, this time as "Water Nagas" that are also immune to water level effects.
Hero's accomplish this quest once they've all made it out of the dungeon with conquest remaining.

Area 6

The door creaks open to reveal an angry giant in ankle deep water.

Important: The water level is 1.

Area 7

The Spider Riders prepare to dispatch you for your intrusion, and as their master brandishes his claws, you notice a ring shining on his finger!

Important: The water level is 1.
When the heros kill the master beastman from the master spider rider in this room, read the following:

You pry the ring off the beastman's lopped off hand to find that it is not the ring you are searching for.

When the Heroes escape the flooding dungeon:

You return the ring to a blushing Prince Oafish and an excited Princess Radiant. Instead of being thanked with gold and treasures, you are offered positions of honor in the wedding party. Needless to say, you began seeking other, far-more-heroic work.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.